

FIG. 1

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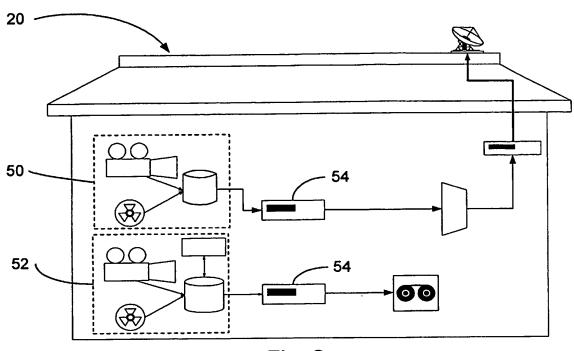


Fig 2

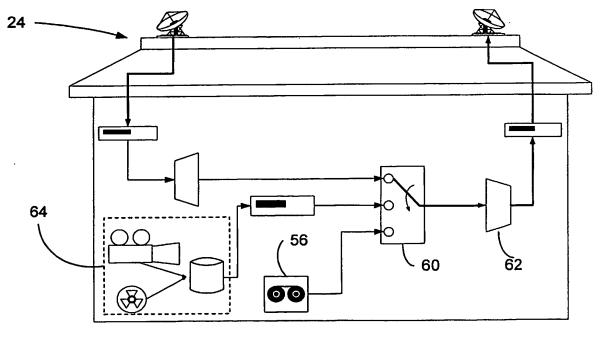
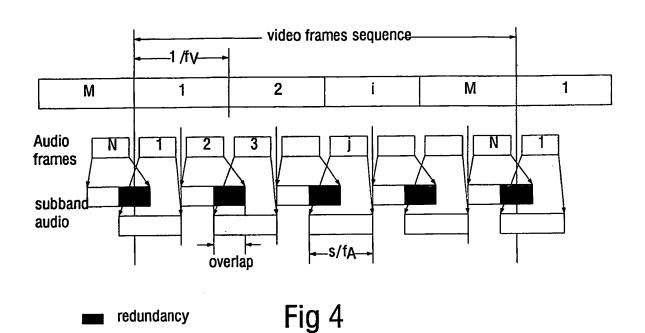
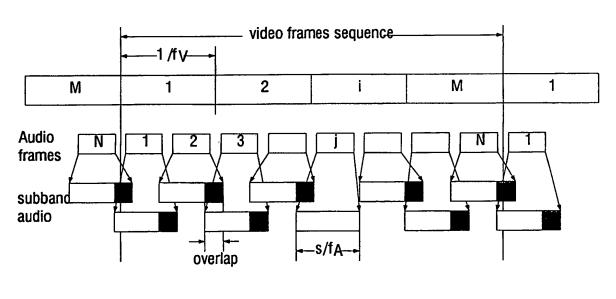


Fig 3

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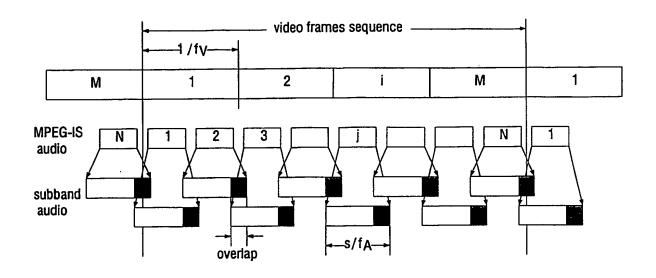




redundancy

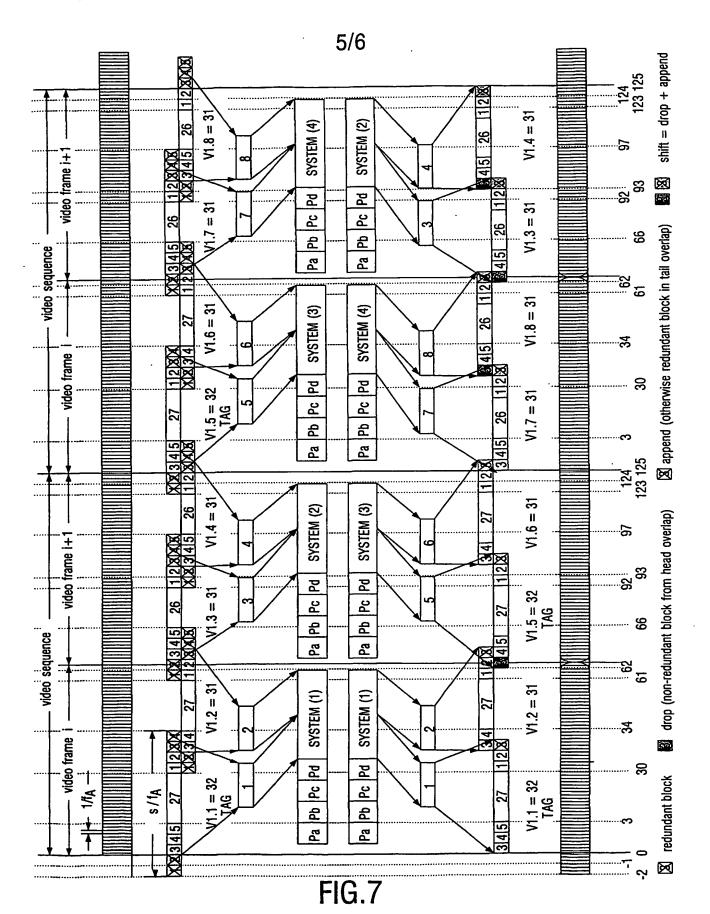
Fig 5

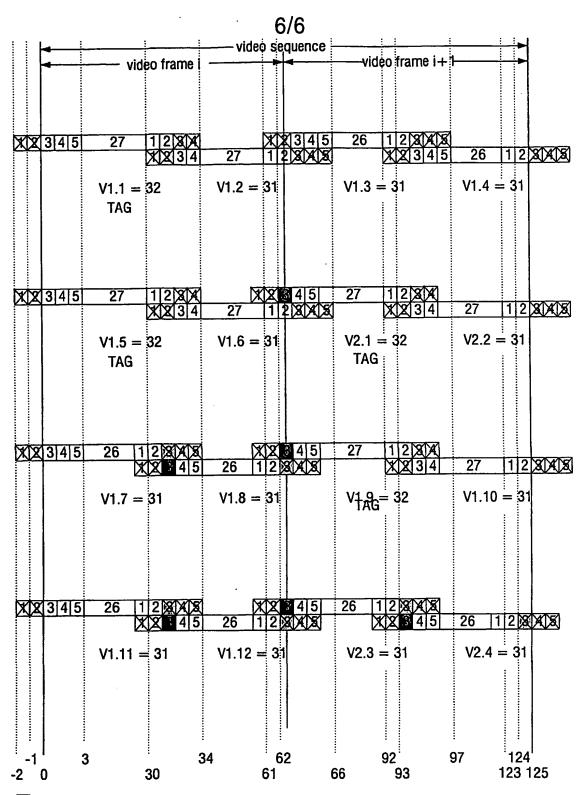
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redundancy

FIG.6





redundant block

drop (non-redundant block from head overlap)

append (otherwise redundant block in tail overlap)

shift = drop + append

FIG.8